Jeesub Lee
Graduate student | expected graduation: May 2022

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Education

Carnegie Mellon University, Entertainment Technology Center Pittsburgh

Master of Entertainment Technology, Programmer, Class of 2022

Sogang University South Korea

BS in Electronic Engineering, Class of 2013

Relevant Coursework

Data Structures for Application Programmers, Principles of Software Construction: Objects, Design, and Concurrency, Java for Application Programmers, C Language Programming, Introduction to Electronics & Computer Engineering, Computer Architecture

Skills

Backend Java, C#, Ruby, PHP, C, MySQL
Frontend JavaScript, HTML, CSS
Frameworks and Tools Git, Maven, Ruby on Rails, Unity

Experience

Carnegie Mellon University, School of Computer Science

Teaching Assistant   *Sep 2021 - May 2022 / Pittsburgh*

Instructed students in Java and data structures, and participated in grading homework and exams as a Java for Application Programmers TA and Data Structures for Application Programmers TA.

Simcoach Games

Game Developer Intern   *Jun 2021 - Aug 2021 / Pittsburgh*

Worked on two projects and created interactive games. Created an entire play-testable mobile game, API communication feature, and a demo of an interactive experience utilizing C# and Unity.

Carnegie Mellon University, School of Computer Science - Human-Computer Interaction Institute

Research Assistant   *Jan 2021 - May 2021 / Pittsburgh*

Participated in the Bloomwood Stories project, a part of the National Institutes of Health's research program. implemented a feature storing users' play logs for research and interactive gameplay using C#, JSON, and Unity.

Oeclab Co., Ltd

Co-founder(CTO), Full-stack Engineer   *Apr 2013 - Mar 2019 / South Korea*

Designed and developed backend systems with REST API services mainly using Ruby on Rails for users and the company. Implemented cross-platform and responsive web interfaces using HTML, CSS, SCSS, and JavaScript.